



STR +0 10	+2 PROFICIENCY BONUS	
DEX +3 16	SAVING THROWS +0 Strength Saves +3 Dexterity Saves +1 Constitution Saves -1 Intelligence Saves +3 Wisdom Saves * +4 Charisma Saves * * Prof. bonus added	
CON +1 13		
INT -1 9		
WIS +1 12		
CHA +2 15		
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Warlock 1		
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CLASS & LEVEL		
High Elf		
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RACE/ANCESTRY/HERITAGE		
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Charlatan		
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BACKGROUND		
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SPEED		
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ARMOR CLASS (AC)		INITIATIVE
14		+3
30 ft.		
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Armor Worn: leather armor		
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HIT POINTS		HIT DICE
9		1d8
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DEATH SAVES: Success O O O Fail O O O		
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WEAPON & UNARMED ATTACKS		
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Basic Attack. One target per Attack action.		
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Dagger, Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. 1d4+3 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)		
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Dagger (offhand as bonus action). As above but only 1d4 piercing damage.		
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MAGIC, FEATS & SPECIAL ATTACKS		
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Poison Spray Cantrip. Ranged Spell Attack: Target a creature within 10 ft. that you can see, it must succeed on a DC 9 Constitution saving throw or take 1d12 poison damage. (No damage if made save.)		
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Eldritch Blast Cantrip. Ranged Spell Attack: +4 to hit, target one creature within 120 ft. range. Hit: 1d10 force damage with 1 beam(s). (If more than one beam, blast can be used as multiple beams of 1d10, each with separate attack roll to hit as one attack action.)		

CLASS

Warlock Class Features [PHB p. 106]

- Otherworldly Patron (The King Fool Of All Motleys)
- Pact Magic (all cast as 1st level spells, regain spell slots after short or long rest)
- Fey Presence (cause charm or fear)

INVOCATIONS

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Eldritch Blast, Poison Spray, True Strike*

Known Spells (1 spell slots)
Charm Person, Hex

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), two (2) daggers, light crossbow and 20 bolts, disguise kit (cosmetics, hair dye, props, etc.), belt pouch, set of fine clothes, tools of the con (various small convincing fakes). (This load is about 36 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 12 gold pieces (gp); 9 silver pieces (sp); 28 copper pieces (cp); 4 gems (worth 10 gp each)